



THE

JACG

THCC

THE JERSEY ATARI COMPUTER GROUP

\$2.00

NEWSLETTER

VOLUME 7 NUMBER 11

BBS : 201-298-0161

JANUARY 1988

FROM THE EDITOR'S DESK

Ring out the old, ring in the new...hope to see new from ATARI without the extinction of the old! (you see, I'm an inveterate 8-bitter).

Speaking of new...it would be nice to see a new issue of ANALOG. Last issue received by yours truly was October, 1987...It appears that either their switchboard is off, or unattended...I have tried at least fifty times to contact them up in Cherry Valley, Massachusetts. Rumor has it that they're in "reorganization", which I think is a sweet way of saying "in deep trouble". I think ST LOG (most likely subsidized by 8-bit subscription money) didn't "take-off" as expected...will I ever see the remaining five issues of my subscription???

Going to the printer each month with the Newsletter "copy", I see first hand what has been happening to many ATARI user groups. A year and a half ago we were having over 600 issues printed per month. We are now down to 400...declining membership is the cause...many members don't renew their memberships. If you haven't seen a fellow member for a couple of months...invite him or her back!

Happy New Year!
D.B. Mays

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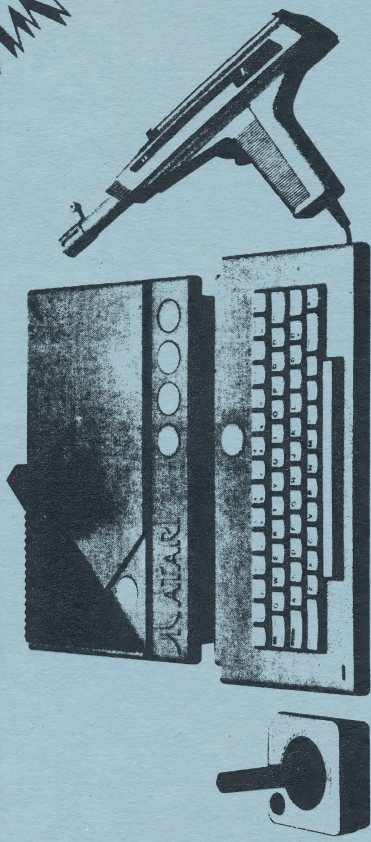
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CALENDAR OF EVENTS

February 6, 1988	Exec Board Meeting
February 13, 1988	JACG Monthly Meeting
March 12, 1988	JACG Monthly Meeting

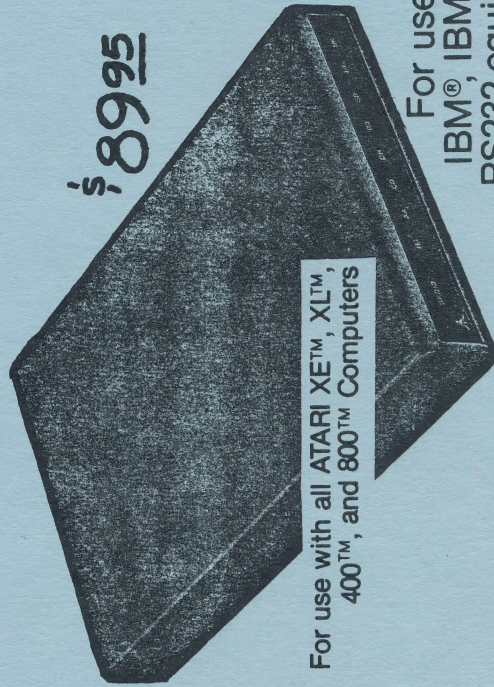
XETM SYSTEM

NEW



\$149⁹⁵

The Atari XE game system is compatible with most software and hardware from both the Atari XE and Atari XLTM computer lines.

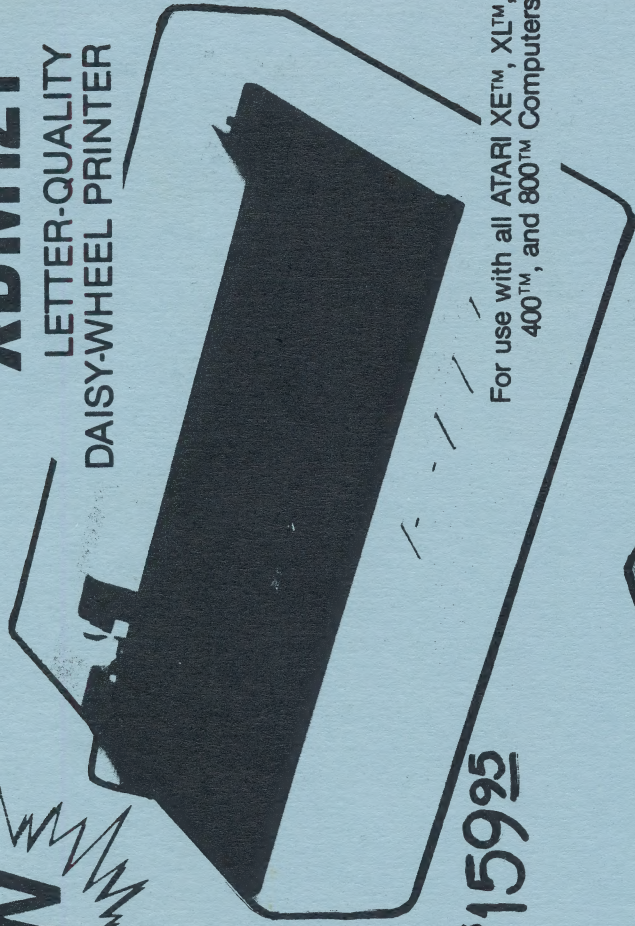


\$89⁹⁵

For use with all Atari XETM, XLTM, 400TM, and 800TM Computers

For use with all Atari[®], IBM[®], IBM-compatible, and RS232-equipped computers.

SX212[™] Modem

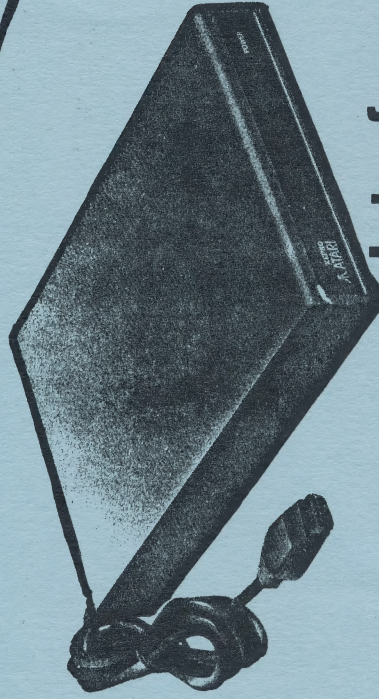


\$159⁹⁵

For use with all Atari XETM, XLTM, 400TM, and 800TM Computers

XDM121[™]

LETTER-QUALITY
DAISY-WHEEL PRINTER



\$79⁹⁵

XEP80[™] Interface Module

80-Column Video Display Controller
and Parallel Printer Port

For use with all Atari XETM, XLTM, 400TM, and 800TM Computers

GEMINI ENTERPRISES

86 RIDGEDALE AVENUE
CEDAR KNOLLS, NJ 07927

267-0988



THE PRESIDENT'S REPORT

Doug Van Hook - JACG

Announcing THE ST Vs. 8-BIT ATARI in a THUNDERDOME type confrontation! The programming contest you have been waiting for is here! A \$25.00 gift certificate to Gemini will be awarded at the March meeting for the best program we receive.

NO CATEGORIES... NO SIZE LIMIT... NO RULES...

All submissions become the property of the JACG disk library, and must be in by February 14, 1988 so we can schedule the meeting. The judging will be done by simple SHOW OF HANDS! The runner-up will be awarded a FREE DISK from the disk library.

I will accept submissions at the January or February meeting or by mail. Send submissions to:

Doug Van Hook
40 Meadow Lane
Clifton, NJ 07012

Bob Mulhearn has already verified that the April Ken Gordon show is being held at the Aspen. The fee for the show is \$80.00 (with electricity).

I would also like to thank our volunteers for the April Ken Gordon show:

Jeff Stevens
Peter J. Rotton
Jay Abrams
Vincent Brady
Phil Greenhut
John H. Dean

We also welcome some new BETA TESTERS for our disk library. These volunteers will be working with Sam Cory insuring the quality of our disk library:

David Dvorin
Frank Cirulli
Joseph Hicswa
Henry Finney
Bruce Van WykMark Rotton

IN THE NEWS...

Joe Hicswa sent our User Group information to Analog Magazine. Look for our name in your next issue.

Richard Semel provided some helpful information on our tax filing status. Remember... they know who we are.

----- We need software demonstrations for the February meeting. My number is on the back of the newsletter. Don't forget I gladly accept calls from 16-Bit users as well as 8-Bit! Yes, we need you... it's YOUR club too.

Questions/Problems/ Answers

J. Hicswa - JACG

In ACUSOFT JOURNAL, Jan. 1987 (Atari Computer User's Society, Fayetteville):

Q-ATARIWRITER PLUS: My system crashes when trying to print double columns.

A-In your printer driver, enter 155 instead of 13. Interface automatically changes 155 to 13, so line feed is performed by printer.

Q-File does not load from disk. I get error code 164 (File Number Mismatch).

A-You may have a damaged disk. Try POKE 4148,234:POKE4149,234. (High Sierra User's Group lists POKE 4148,238:POKE 4149,234. File should load. Correct it and save onto another disk.

In HISUG JOURNAL, Jan. 1987 (High Sierra User's Group - Nevada):

Q-Can ST Mouse be used on XL?

A-Yes, but with a driver. ANALOG (April ?) 1986 published a program. Use machine language to adapt for your needs.

Q-Does SAVE DESKTOP on ST only save to drive "A"?

A-Yup!

From a JACG member:

Q-ATARI 1020 Printer/Plotter. How is paper feed reversed?

A-If you have the answer, please write to:

Joseph E. Hicswa
23 Passaic Ave.
Passaic, NJ,
07055

NB. Copies of User Group Newsletters are available from Bob Mulhearn at our monthly meetings. - Joseph...



THE ATARI 800 AND PHOTOGRAPHY

A PROGRAM FOR USING CIBACHROME

BY ERIC JACOVES

The **COMPUTER** is a tool to be used for many different purposes. It is not an end for itself. Here is a program for all of you Photographers that have tried their hand at processing prints from slides the Cibachrome way. The Cibachrome process is a very nice way to make high quality prints in both glossy and matte finish directly from slides. The prints made this way will last a lot longer than will prints made from the conventional way(from negatives) because of the type of dye chemistry inherent in the Cibachrome process. One problem that exists with color printing photography is that as you raise the enlarger to make a bigger print the exposure time changes in a non linear way and it is not easy to calculate the new exposure time for any other degree of magnification. This program will take all of the guesswork out of the changing magnification problem.

The program is written in Atari 800 basic and requires a printer for the output which you would tape to a wall in your darkroom.

```

10 DIM F(6),T(6),IT(6)
20 FOR I = 1 TO 6:READ X:F(I) = X:NEXT I
30 ? "GIVE ME THE TIME FOR THE 4 X 5
PRINT AT F16"
40 INPUT TIME
50 ? "TURN ON THE PRINTER AND HIT
ANY NUMERIC KEY"
60 INPUT JUNK
70 RMAG = 101/24
80 FOR J = 4 TO 25
90 T(1) = TIME*((1+J)^2/2/(1+RMAG))^2
92 IT(1) = INT(T(1))
100 FOR L = 2 TO 6: T(L) =
T(L-1)/2:IT(L) = INT(T(L)):NEXT L
110 LPRINT "      28 SPACES
MAGNIFICATION"; J
112 LPRINT
120 LPRINT "F STOP" ,F(1), F(2), F(3),
F(4), F(5), F(6)
122 LPRINT
130 LPRINT "TIME" ,IT(1), IT(2),
IT(3),IT(4),IT(5),IT(6): LPRINT: NEXT J
150 DATA 16,11,8,5.6,4,2.8
160 END

```

WHEN YOU RUN THIS PROGRAM IT WILL ASK YOU TO INPUT THE NUMBER OF SECONDS THAT YOU USED TO MAKE THE 4 X 5 INCH PRINT AT THE F-STOP 16. THE PROGRAM WILL THEN PRINT OUT THIS OUTPUT...

MAGNIFICATION 4

F STOP	16	11	8	5.6	4	2.8
TIME	23	11	5	2	1	0

MAGNIFICATION 5

F STOP	16	11	8	5.6	4	2.8
TIME	33	16	8	4	2	1

AND SO ON UNTILL YOU REACH MAGNIFICATION 25

EACH TIME THAT YOU BUY A NEW PACK OF CIBACHROME PAPER YOU WILL HAVE TO CALIBRATE THE BOX ANEW WITH THE PRODUCTION OF A GOOD PRINT OF 4X5 SIZE MADE AT F 16. THE TABLE OF TIME IN SECONDS AT EACH F STOP FOR EACH MAGNIFICATION WILL MAKE YOUR DARKROOM WORK A LOT EASIER. THE COLOR FILTERS REMAIN THE SAME FOR ALL LEVELS OF MAGNIFICATION.

GENIE

Neil Van Oost Jr., JACG

At the December meeting I received a Genie flyer advertising "free sign-up". Well I had been thinking of trying Genie for some time and the free sign up did the trick. Genie's cost for 300 or 1200 baud is a reasonable \$5.00 per hour, 6PM to 8AM Mon - Fri and weekends, \$35 an hour prime time, 8AM to 6PM. This is great if you live close to a Genie access point where the call is toll free. Unfortunately my closest access point was Atlantic City which is about 45 miles away. I haven't gotten my first phone bill since I signed up, but as near as I can figure it will cost \$5.00 an hour for Ma Bell. So there really is not that much difference cost-wise, for me, than Compuserve.

Genie, stands for "The General Electric Network for Information Exchange". When you sign on you will find the nested menu system easy to navigate. You don't even have to buy a manual (\$12.00 plus S&H), as it is available online and you can download it. A word of caution, it took me about an hour and a half to download almost 2 disks of text about Genie, so you just might consider buying the manual.

One of the first things you'll want to do after you log-on to Genie is to Capture or download the short version of the INDEX. You can get to the INDEX menu simply by typing INDEX at the "Enter #, (P)revious, or (H)elp?" prompt, or M 15 (Move to page 15). A few of the important page number/index names to note are: 512 ATARI, Atari Roundtables; 565 ATARIDEV, Atari Developers Roundtable; 665 ATARI8, Atari 8-bit Roundtable.

Being an 8-bit Atarian, I headed straight for the ATARI8 roundtable and the Data Libraries. There are currently 11 choices of libraries that you can make, ranging from Atari Amusements to Everything Else, or you can simply select All Libraries. If you are in All Libraries and decide to capture the index, it runs some 75 pages and contains 2700 and some files.

Now I have saved, what for me is the best part of Genie. You will find, if you log on at 1200 baud, as I do, that download time is extremely fast as compared with Compuserve. My last time on Genie I downloaded 2140 sectors of ARCD picture files in 80 minutes. When deARCD they came to a little over 5100 sectors, or if you like over 652K, 4 1/2 double sided disks.

Overall I liked Genie for its content and ease of use. Help is available at every menu and everything is

almost 'Screw-up proof', I did manage to get hung up in never-never land once, and then just pulled the plug and redialed. Logging off of Genie is as simple as typing Bye. BYE.

J.A.C.G. EXECUTIVE MEETING

R. P. Mulhearn - JACG

THE MEETING WAS CALLED TO ORDER BY THE PRESIDENT AT 8:00 PM. THOSE PRESENT: DOUG VAN HOOK, STEVE GODUN, LINDA PECKHAM, JACK RUTT, DAVID NOYES, ROBERT MULHEARN, SAM CORY AND GARY GORSKI; A QUORUM WAS THUS PRESENT.

DOUG WELCOMED ALL NEW BOARD MEMBERS. HE THEN DISCUSSED THE PRESIDENT'S COLUMN IN THE NEWSLETTER AS TO CONTENT AND STYLE. HE UPDATED THE EXECUTIVE COMMITTEE ON JOE HICSWA AND HIS EFFORTS TO GET THE MEETING TIME AND PLACE IN ASSORTED NEWSPAPERS. HE OPENED FOR DISCUSSION ATTENDING A COMPUTER SHOW AS A MEANS OF ATTRACTING MEMBERS. IT WAS DECIDED TO CONTACT KEN GORDON REGARDING COST AND FACILITIES FOR THE SPRING SHOW, AND TO FURTHER DISCUSS THE MATTER AT THE NEXT EXECUTIVE MEETING IN FEBRUARY. HE THEN BROUGHT UP THE IDEA OF A PROGRAMMING CONTEST FOR BOTH 8 AND 16 BIT TO BE PRESENTED TO THE GROUP AT THE NEXT MEETING. IT WAS DECIDED AND VOTED THAT A FIRST PRIZE \$25.00 GIFT CERTIFICATE AT GENIE WITH A RUNNER UP PRIZE OF A DISK OF CHOICE FROM THE LIBRARY BE OFFERED. THE WINNER TO BE DECIDED AT THE MARCH MEETING BY THOSE MEMBERS IN ATTENDANCE. THE CONTEST WILL HAVE A FEBRUARY 16th DEADLINE AND BE FOR CURRENT MEMBERS ONLY.

THE NEXT MEETING'S LINEUP AND PLANNING WERE GONE OVER LIGHTLY. THE MEMBERS OF THE EXECUTIVE COMMITTEE THEN DISCUSSED AND DISCUSSED THEIR INDIVIDUAL FUNCTIONS AND ASPIRATIONS FOR THE CLUB AND THEIR JOBS IN PARTICULAR. THE MEETING WAS ADJOURNED AT 10:00PM AFTER SETTING THE 1st FRIDAY IN FEBRUARY AS THE NEXT EXECUTIVE MEETING DATE.

LET THE JACG

(Do The Work For You)

G. Gorski - JACG

Sit back, relax, and earn extra money, by letting the JACG sell your ORIGINAL software. For one reason or another, we all buy software that just isn't right, has been outgrown, or is no longer needed.

➡ 12



Power Controller

(HTX-100P)

DAK INDUSTRIES INCORPORATED

8200 Remmet Avenue

Canoga Park, CA

91304-4182

1-800-423-2866

\$79.00

BobMulholland - JACG

Most computer users know that to own a computer is to own an electronic octopus. The vast array of plugs, cables and power supplies seem to take on the appearance of tentacles that reach out in search of an unwary foot to snag. One of the worst offenders of this is the Atari 520ST and, to a lesser extent, its cousin, the 1040ST. Atari has never been known for its one plug computers because of all the additional peripherals that can be attached to their computers. Well, it seems that this problem can now be rectified, to a significant degree, with the use of the DAK Power Controller, a six outlet power controller with spike protection, line filtering, circuit breaker and a ten foot three-wire grounded power cable.

One of the primary uses of the cream colored Power Controller is to remove the cumbersome tangle of cords that dangle off the edge of your desk and snake across the floor to the wall outlet. It does this by providing five switched outlets and one unswitched outlet to plug your computer and peripherals into. The five switched outlets on the back of the Power Controller are controlled by either five switches on the front of the Power Controller or by the MASTER switch, which can simultaneously turn on or off selected equipment. Each of these switches has its own non-glare status light so you know whether or not your peripherals are on. The front switches are labeled COMPUTER, MONITOR, AUX 1, AUX 2, and PRINTER. The sixth unswitched outlet, which has no front switch, is used for electrical devices which need a constant supply of power. I personally use the outlets for my Atari 520ST, SC1224 Color Monitor, SF354 Disk Drive, Avatex 1200HC modem, Epson LQ-800 printer and my alarm clock in the sixth outlet.

The Power Controller consists of three independently filtered sections which reduce the possibility of power supply interaction between the computer and peripherals connected in each section. Spike Protection and Line Filtering are also incorporated into the Power Controller. They are used to minimize transients and noise generated by other electrical devices. Transients are surges of electrical power that occur when a motor turns on or some other large resistance is suddenly placed in a circuit. For example, if an appliance such as a refrigerator, air

conditioner or hair dryer suddenly turns on, it may send a voltage spike through the power line. Normally, without spike protection, this would cause the computer or its peripherals to operate abnormally. On the front of the Power Controller is the Spike Protector indicator, which shows whether the transient protection circuitry is functioning normally.

The dimensions of the Power Controller are 1.75" high, 13.75" wide and 12.75" deep. These dimensions lead one to believe that there could be no place to put it because of its size. The Power Controller takes up almost no room because it is situated under the monitor and is only about one inch wider than the monitor. The monitor rests on top of the Power Controller and provides a base for the monitor to swivel on.

The one complaint I have with the Power Controller is that the swivel base is difficult to use. Because my desk has a rather smooth surface, as most desks do, I could not turn the base without sliding the entire Power Controller. However, a less smooth surface shouldn't cause this problem.

The owner's manual is written clearly and concisely. It offers an introduction, description of the Power Controller, setup instructions, technical specifications and a schematic diagram. This eight page manual is all that is necessary to use the Power Controller. The DAK Power Controller is covered by a ninety day limited warranty and a 30 day risk free trial and return policy. Every computer user should have one of these Power Controllers for peace of mind.

A voltage spike may never unleash its wrath on your computer equipment but isn't it worth the extra expense to make sure!

----- Irony in the Computer Market

Paul Machiaverna - JACG

Are you a new Atari computer user and wondering if you made the right choice? Are you an old Atari user and tired of defending your machine in front of people who still think that all Atari makes is game machines? Being an Atari user for five years now, I have been putting up with a lot of criticisms against my computers. What I find ironic about the computer market is that Apple, IBM and Commodore machines have recently been boasting features which Atari computers have had for years. ➡



One of the biggest hypocrites in the market are the Apple computer users. Apple users were the first to tell us Atarians that our machines were nothing more than glorified game computers. Actually, they were jealousy that we could produce beautiful graphics and sound on our old 800 computers and we paid far less money for our machines than they did. Note the Apple II GS. That 'GS' stands for Graphics and Sound. What's that? Apple produces a computer that was specifically produced for graphics and sound and it is not called a 'Game Machine'? What's that old saying about calling the kettle black? I hope you now see what I see. When Atari builds a machine with great graphics and sound, they say it is just a 'game machine'. But, if Apple does it, they say, 'Boy, just look at the graphics and listen to the sound our machines can produce!' Yes, this is very ironic.

The same scenario listed above applies to the IBM machines. I know quite a few people who own and/or use IBM computers. When I show them the graphics capabilities of the Atari machines they say that the Atari is a game machine and that graphics are not important to their applications. But, ironically, IBM users have continually been upgrading their video capabilities by replacing the video circuit boards in their machines. Another irony which applies to both IBM and Apple computers, is that Atari computers have always been scrutinized for not having expansion card slots. This is where the ST series of computers have gotten their biggest complaints. Note, however, that the ST has all possible video graphics modes, standard parallel port, standard RS-232 serial port and DMA port built in. That is why you do not see all those visually impressive expansion card slots. You are buying a complete machine. Ah, but the newer IBM and Apple computers either have very few expansion slots or none at all. Why? Because you are finally buying a complete machine from them!

And then there is the Commodore machines. Well, if you don't mind paying a lot of money for little CPU power, have fun! Commodore's slogan should be 'Price without the Power'. A C64 costs more than a 130XE with half the memory, and it is very slow. The C128 costs the same as a 520ST system, and relies on old technology. So, the irony here is that Commodore has sold so many computers and the performance of their machines doesn't even come close to the Atari.

What I want to stress here to the newer Atari computers users is that you have made the right choice. The biggest detractors of Atari computers are the people who know the least about them. A big problem here, also, is that the name Atari is still synonymous to video games in many people's minds. Honestly, I wish Atari never used their name on their computers. Atari started off with

video games and more money was spent on advertising video games than their computers running applications software. Even today we see the XE game system and 7800 video game machine being advertised on television, but I have not yet seen any such advertisement for the ST computers. So, the game machine image is continually associated with Atari. This is simply another shot in the arm towards our having to defend the Atari computers as being machines capable of performing even the most demanding of tasks.

I conclude this article by leaving you with the fact that I personally have been an Atari computer user for five years because I like the machines, and the software written for them, better than any other microcomputer on the market. The low cost of Atari computers was not and has not been the deciding factor in my purchase of their machines. I rarely play games on computers and I add that to assure you that when I talk of applications on the Atari I am talking of database, word processing, spreadsheets, CAD/CAM, desktop publishing, electronic circuit design and simulator, etc. So, the next time a sarcastic loud mouth tells you how bad the Atari computers are, don't argue. Just let the pipsqueak see the list of applications the machines are capable of performing and watch him become very, very quiet (in envy).

----- Membership Campaign

J. Hicswa - JACG

Charlie Miller (JACG's Big Brother--See Newsletter, inside back cover) received two calls from Newark Star Ledger readers in response to the following letter: (Non-Profit Jersey Atari Computer Group (JACG)) invites your readers to a general meeting (date) 10 am featuring ATARI software, hardware demos at AT&T Bell Laboratories, Murray Hill, N.J. There's a question and answer session, also a flea market before each meeting. JACG, 8 Crescent Road, Pinebrook, N.J., 07058. (201) 469-6190

A letter will be sent to your newspaper, magazine, social group, et al, if names and addresses are given to JACG member:

Joseph E. Hicswa
23 Passaic Ave.
Passaic, NJ,
07055

Joseph or his answering machine will accept messages 24 hours daily. Look for our letter in up-coming issues of ANALOG.

We need names and addresses now!

ST PUBLIC DOMAIN DISK LIBRARY

Visit from Germany

Over the holidays, New Jersey had a repeat visitor from overseas, Michael Shuetz from Germany. While his visit did not coincide with any of the JACG meetings, he did call up with an offer to exchange public domain disks. So, on the 27th, we spent several hours exchanging software and tidbits of information. (Such as, the double-sided disk drives are apparently more common there -- it is almost impossible to sell a single-sided drive, and their library is mostly double-sided.)

Michael belongs to STvision, an ST-only computer club. Their newsletter is nicely put together, with Publishing Partner used for page and article headers. Their disk library currently is over one hundred disks, much of it double-sided. He brought with him some seventeen disks, including most of their picture disks, along with a monochrome animation demo, a slide show with digitized sound, and another disk with just digitized sound. These last three disks are going into the library as is -- numbers 74D, 72 and 73D. 74D and 73D require one megabyte of memory to run. The remainder of the disks consist of digitized images in .TNY format, taken from various television shows and movies. The digitizer used is the Print Technik version, and all of the pics I have examined so far are in lo-res, 8-shaded monochrome.

Because of the number of these picture disks, and because of the varying quality of the images, I am somewhat reluctant to add these to the library, unless there is an indication of interest. #76 and #75 will be single-sided disks filled with a selection of some of the best images from these disks. The disk titles are as follows:

PD#61 Breakfast Club
PD#63 Gremlins
PD#70 Miscellaneous #17
PD#85 Bugs Bunny & Friends
PD#87 Air & Space Pictures #2
Starman/Musicbox
PD#89 Star Trek #1 (Journey to Babel)
PD#100/101 Magnum/Airwolf
PD#103 8-Bit: Eidolon/Ballblazer
Miscellaneous (Indiana Jones, Miami Vice,
Star Wars ...)
PD#72 Top Gun #2
PD#90 Star Trek #2
PD#86 Air & Space Pictures #1
Alien

Disk of the Month

For January, the library is offering a double special -- a CAD 3D 2.0 animation in both color and monochrome, and a utility disk:

#68/#69: STAR WARS

If you have only 512K of memory, do not turn on the machine with any accessories on your boot disk, before attempting to load this animation sequence. Otherwise, this short animation will run on color or

monochrome, depending on the disk. All of the files necessary to run the sequence are on the disk; click on the ANIMATE3.PRG to run. The function keys control the speed of the animation, and UNDO will return to the desktop.

#70 UTILITY DISK #4

The contents of this disk are unknown to me, and, last time I talked to him, unknown to Charlie Miller as well. But there are lots of utility programs floating around which have yet to be posted to the library, so look forward to another useful disk.

SPACE REPORT

Alas, the library from SPACE still has not been examined in its entirety. Charlie has been working too much overtime, and I've had finals and apartment hunting to distract me. Hopefully, we'll get these disks ready for February.

DON'T FORGET TO CONTRIBUTE!!

If you've done anything on your ST, whether it be a picture or a short program, don't hesitate to send it to the library. If you like to haunt the bulletin boards and download programs, we'll be glad of anything you decide to send along. (Most of the stuff I've contributed comes from GENie.) Don't forget -- the more you help, the better the library will be!

MAIL ORDER

The disks may be ordered from the mail librarian. Include the number and title of the disks you want, and send \$5.00 per disk.

ST DISK LIBRARY LIST APPLICATIONS

#60* PUBLISHING PARTNER DISK #4. This disk has the Hudson and Spokane fonts, as well as Holiday clipart.

#57 STWRITER. STWriter 1.75, 2.00 (GEM), docs, ARC.TTP

#53 PUBLISHING PARTNER DISK #3. Columbia, Univ_Roman fonts, font editor docs, picture file converters, clip art.

#51 FINANCIAL AIDES. 20 financial programs written in BASIC.

#49 PM-TO-TS. Program to convert PrintMaster icons to Typesetter format, plus several icon files.

#39 PUBLISHING PARTNER DISK #2. Demo, Helvetica, Times fonts, font editor program (mono req'd), Icon Loader for Printmaster Icons, Icon files.

#38 PUBLISHING PARTNER DISK #1. Printer Drivers.

#19 MICRO EMACS. EMACS text editor. Also, ramdisk acc and command line processor.

ST PD LIBRARY LIST...

MUSIC

- #73D DIGITIZED MUSIC 4: Hot Chocolate
- #56 SONG DISK #2. 42 Music Studio Songs
- #55 SONG DISK #1. 42 Music Studio Songs
- #50 MIDI MUSIC. CZVOICE, MIDI sequencer, Midisoft demo, 75 Music Studio Songs (ARC required)
- #42D OXYGENE. Digitally recorded music. (1 MEG required)
- #41D MATTMOOD. Digitally recorded instrumental. (1 MEG required)
- #40D FOREIGN AFFAIR. Digitally recorded song. (1 MEG required)

GRAPHICS

- #76 BEST OF GERMANY #2. Tny color pics from Germany, digitized pictures.
- #75 BEST OF GERMANY #1. Tny color pics from Germany, digitized pictures.
- #74D SILVER SPHERE. Shiny sphere above a rotating, checkered field. 1 Meg required, monochrome only.
- #72 ASTERIX. Color slide show based on the comic "Asterix", accompanied by digitized music.
- #71 SPACE STATION. CAD 3D 2.0 animation of a space station. Needs color, 512K to run.
- #69 STAR WARS MONO. CAD 3D 2.0 animation of an X-wing fighter. Required monochrome, 512K (cannot run with accessories loaded.)
- #68 STAR WARS COLOR. Same as #69, but for color monitors.
- #63 STAR TREK. The Starship Enterprise flies in CAD-3D.
- #62 JUGGLER. The ST version of AMIGA's Juggler.
- #60* CLIP-ART DISK #3. More monochrome files, in TNY format. Also, two more PP fonts.
- #59 CLIP-ART DISK #2. More monochrome files, in TNY format.
- #52 CLIP-ART DISK #1. 32 Monochrome TINY format files. Can be used for Publishing Partner.
- #44 AEGIS ANIMATOR DEMO. Aegis Animator player and several ARC'd sequences (ARC.TTP included)
- #43D ANIMATION DISK # . BallDemo, (glass balls bouncing on a mirror), and an animated cartoon in GFA BASIC (includes run-time module). (1 MEG req'd)
- #34 TINY DISK #5. 16 TINY pictures, Aintro, Grmlin, Ignit, Lizard ...
- #33 TINY DISK #4. 16 TINY pictures, Aintro, Asteroid, Beer, Capitol ...
- #32 TINY DISK #3. 23 TINY pictures, Betty, Bio-chip, Boeing, Dimension ...
- #31 TINY DISK #2. 17 TINY pictures, nudes
- #30 TINY DISK #1. 23 TINY pictures, Alice, Alien, Archon2, Bludragon ...
- #28 SHINY BUBBLES. Animation from Xanth.

- #24 PENTAGON. CAD-3D (1.0). Animation of a pentagon

- #7 GRAPHICS DEMOS. Short demo programs displaying graphics capabilities of the ST. (1985 programs)

UTILITIES

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- #37 GAME DISK #4. MONOPOLY, Haunted House
- #36 GAME DISK #3. Checkers (acc & prg), maze of caves adv. game, Reversi.BAS, Flight Simulator situation file
- #35 GAME DISK #2. Colossal Cave Adventure, Daleks, Missile Command, Nightcrawlers, Ogre, solitaire poker, Startrek.bas
- #29 GAME DISK #1. Blackjack, clewso, Eliza, Joust (beta test), maze generator, mono pool game, Yahtzee, more.

LANGUAGES

- #58 MARK JOHNSON'S C. A public domain C language.
- #48 PD FORTH. A public domain FORTH
- #9 LOGO SAMPLER. Simple LOGO programs
- #8 C SAMPLER. Simple C programs, includes source and run-time files.

EMULATORS

- #54 XFORMER. The 8-bit Emulator.
- #26 CP/M. The Emulator for CP/M (arc'ed, includes arc.ttp)

COMMERICAL DEMOS

- #67 ATHENA II. Demo version of a CAD program.
- #61 EASY-DRAW. Demo version of a drawing program.
- #50* MIDISOFT. MIDI Sequencer Demo (arc'ed)
- #17 ZOOMRACKS I. A database using a card-rack analog. By QUICKVIEW.
- #5 4X FORTH. Demo version of the FORTH language, by the DRAGON GROUP.



COMPUTALK TCS

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Steve Godun - JACG

Shun the user who says Atari 8-bit BBS's aren't as good as they can be! Admonish the critic who claims there aren't any creative BBS's or SysOps around today! And to prove your point, logon to CompuTalk TCS, the first (and possibly only) Atari-run BBS to link six Atari 8-bit computers together in complete harmony; sharing message bases, file transfer sections, and yes, even allowing up to 6 users talk with each other in real time!

CompuTalk TCS has been around for a couple of years now and is growing more and more popular by the day. In simplest terms, CompuTalk is a very large multi-user BBS. More specifically, it's an on-line adventure with over 2,000 public domain files for both 8-bit and ST (and growing every day); active, friendly message bases; a place to visit up to 5 friends at a time from other states and "talk" to them via CompuTalk's custom CB Simulator (called "Compu-GAB"); and even a place to blow up those same friends' space cruisers in Star Trek-like "Compu-Trek II."

There has obviously been much time spent in creating, debugging, and perfecting the system. Calling CompuTalk a "BBS" would be a major discredit, since no simple bulletin board could even dream of having the unique capabilities of CompuTalk. Movement from one section of the system to another is accomplished via one-key commands. In fact, the base program for CompuTalk is a heavily modified, public domain AMIS BBS, but you would never know this unless you ask the SysOp and man in charge, Kris Meier. Kris has spent countless hours (and countless dollars, no doubt) in creating the ultimate environment for the many friendly and colorful users, and it shows everywhere.

CompuTalk has many claims to fame. Of course, its most outstanding is Compu-GAB, the custom CB Simulator used almost constantly by the users. Upon entering Compu-GAB, you are prompted for a handle you wish to be referred by. Among the characters I've met are LongShot, Ninja, Purple Bear, and Agent Orange, all very helpful and friendly to new users. From within Compu-GAB, there is the capability for private talking between two or more users, a "whisper" mode for one-shot private conversation, and a squelch mode to eliminate incoming messages from specified users.

CompuTalk holds a claim to have "the longest BBS listing in the nation." I don't know how true this is, but I've seen part of the list and as far as I'm concerned, it's the longest I've ever seen! There are literally thousands of numbers to be had. Other strong points of CompuTalk include 8 multi-user adventures (Compu-Trek II is outstanding); 8 multi-user message bases; 9 "specialty" sections (SIGs or RoundTables) such as Adventures, Religion, Database, Downloads, and Atari Area; Compu-Novels (write your own personal story); conference areas (forums); and even catalogs and price lists for computer products, some even matching some mail order costs. Of course, other "standard" BBS features can be found -- surveys, system bulletins, etc.

CompuTalk is based in Ft. Worth, TX, and runs at 300/1200 baud, 24 hours a day, 7 days a week. For more information, a CompuTalk Hotline has been set up for your convenience at the number listed at the top of this article, or a request by mail can be sent to the above address. 6 month subscriptions are an affordable \$25 (Visa and MC accepted) and can be initiated by mail or through CompuTalk TCS itself, via...

*** JACG SPECIAL OFFER ***

For JACG members ONLY, a special FREE account has been set up on CompuTalk TCS for the next few months (expires 2/23/88)! This account is for ALL REGISTERED JACG MEMBERS to try out the system, get some experience, and even to sign-up for this outstanding service. Users of this account have every function available to them EXCEPT for reading/sending private E-Mail (after all, many users will use this single password. You wouldn't want them to read your mail, would you?). Also, due to the fact that CompuTalk IS a business, CompuTalk will not allow this password to be used if the other 5 stations are in use. Thus, you can only connect if there are 4 or less users on-line.

To try out this remarkable telecommunications experience, follow these steps:

- 1) Set computer to full duplex, 8-bit parity, 1 stop bit, 300 or 1200 baud, Ascii or ATASCII translation.
 - 2) Dial 817-589-2588.
 - 3) Computer will respond with "Welcome to COMPUTALK TCS, hit (RETURN)."
 - 4) Press RETURN, then enter the following user ID# and password when asked.
- (NOTE: If using PC Pursuit, use 214 when calling, ie C DIAL214/12,xxxxxxx. When connected, dial 5892588.)

JACG USER ID# - 2500

jagc password - comp2me





I hope you all enjoy CompuTalk TCS as much as I do, and I hope to see many of you become full-fledged subscribers as I will be. After experiencing CompuTalk, I am reminded once again of the phrase, "Everything is big in Texas!" Oh, how true...

WHO GOT EINSTEIN'S OFFICE?

Book review by Donald Forbes - JACG

If you are interested in the frontiers of science and the directions of current research, you will want to read this new book by Ed Regis, who teaches philosophy at Howard University in Washington DC, and also writes for OMNI magazine.

Despite the frivolous title, the book is the first to give a complete history and a description of the fields of current research of the Institute for Advanced Study in Princeton NJ, made famous yesterday by Albert Einstein and today by Freeman Dyson.

Ed Regis came to the Institute in the fall of 1983 to do a magazine story and ended up with this book.

As the publisher's blurb points out:

"The Institute was home to Einstein in decline, the place where the father of relativity worked for twenty fruitless years on field theory and wrote naive political tracts. It was where Kurt Godel starved himself in paranoid delusion, and where J. Robert Oppenheimer rode out his political persecution with boozy evenings in the Director's mansion.

"Founded in 1933 by a philanthropic department store magnate, the Institute played host to fourteen Nobel Prize winners and to most of the great physicists and mathematicians of the twentieth century. The book tells for the first time the story of this 'intellectual hotel' designed solely to indulge the Mandarins of theory, and is a splendid combination of science and anecdote."

The book brings you to the frontiers of current research, despite the subtitle: *Eccentricity and Genius* at the Institute of Advanced Study. You will find the stories of Mandelbrot's fractals, Wolfram's cellular automata, and physicist Ed Witten's superstrings that may some day provide the Theory of Everything that would conclude Einstein's quest for a unified field theory.

The history is there, anecdotes and all: Bethe, Beurling, Bohr, Borel, Bourbaki, Bush, Cartan, Conway, Courant, Crick, Dirac, Dyson, Eckert, Fermi, Feynman, Gell-Mann, Godel, Goldstone, Heisenberg, Kuhn, Milnor, Rabi, Schroedinger, Teller, Ulan, Veblen, von Neumann, Weyl, Wolfram, Yang and Lee.

In 1929, just before the crash, Louis Bamberger and his sister Caroline Bamberger Fuld sold their department store (the fourth largest retail store in the country) and put up money for the Institute. Abraham Flexner, the organizer, eventually raised \$600 million from other American philanthropists. Today the Institute has an endowment of \$100 million, and a

yearly budget of \$10 million. The professors, appointed on a permanent basis (and with no responsibilities whatever), are paid some \$90,000 a year at the "Institute for Advanced Salaries?!"

In June 1932 (as Hitler marched), Flexner hired Einstein as the first faculty member. The "pope of physics" wanted \$3,000 a year but got \$10,000. "By the time he has settling down in Princeton, the theory of relativity was thirty years old, almost ancient history."

Chapter Four is devoted to mathematician John Milnor, lured away from Princeton U in 1970. Unlike most of his colleagues who are existence-proof men, he is an algorithmic mathematician. He has three computers in his office, including a terminal to a VAX 11/780, and five more next door. He is investigating the fractals of Benoit Mandelbrot, who spent a year at the Institute as a student in 1953-54. (Broccoli, incidentally, is a three-dimensional fractal, as well as the human lung system.)

Milnor wonders whether fractals will explain the structure of natural phenomena, from a scale of up to ten molecules or so, to the level of the galaxies.

A complex number can be imagined as an ordered pair of real numbers which can be plotted as a point in the plane. Mandelbrot's recipe for a fractal graph is (1) to take a complex number z , (2) square it, (3) add a constant c , square it, add c , and repeat the process. "Every time you get a result you check to see whether you have gone outside a circle of radius 2, and plot this on a graph. The set becomes drawn in greater and greater detail."

Chapter Five is the story of "good time Johnny" von Neumann who did the unthinkable by building a computer in the ivory tower. Chapter Six tells of Dr. J. Robert Oppenheimer, poet, scientist, short-story writer and maker of The Bomb.

Chapter Seven is devoted to astrophysics and Margaret Geller's study of some 19,000 galaxies. Until now everybody assumed that they were evenly distributed in space. It turns out that they are not: they are arranged around the surfaces of what appear to be large holes or bubbles, gigantic voids out there in space. Another mystery for the astrophysicists to resolve.

Chapter Eight is given up to the Institute's star particle physicist, Freeman Dyson, without a doubt the Institute's best known living member. "In fact, in ➡ 12



these relatively lean years for its particle physics program, with no more Nobel prize winners on the faculty, and no one else putting the place on the scientific map, Dyson has a position comparable to that of Einstein back in the good old days."

Chapter Nine tells of a \$25 million experiment involving 100,000 gallons of dry cleaning fluid in a shaft at the Homestake gold mine 4,500 feet below the

village of Kellogg in South Dakota. The idea was to trap some of the billions of neutrinos (massless particles traveling at the speed of light) from the sun that bombard the earth every day. The result was a disappointment: very few, if any, neutrinos were trapped by the apparatus.

Chapter Ten tells the tale of Stephen Wolfram who became intrigued by Conway's Game of Life and started to explore cellular automata on a computer. In 1986 he left to set up his own Center for Complex Systems Research at Illinois U. Dyson says: "Wolfram has a dream that he's somehow or other going to understand complexity, and that the complexity of the real world is mirrored in cellular automata. It's a big gamble."

Chapter Eleven crowns the book with Ed Witten's theory of superstrings, that may take us to the Holy Grail of physics for the last half century, to the Grand Unified Theory, the "Theory of Everything."

As Witten says: "We're still at the relatively early stages of a scientific revolution comparable only to the invention of quantum mechanics. It's just a vast process, one that's going to change everything we know in theoretical physics, at the really fundamental level. It's going to take decades. Maybe none of us will live to see it really come to fruition. But for a physicist, superstrings are life."

Who got Einstein's office? Astronomer Bengt Stromgren moved in for ten years and then, when he went back to Denmark, turned it over to mathematician Arne Beurling, who loves it, particularly when the late sun floods "its darkest recesses with the object of Albert Einstein's truest love, light."

The JACG will sell that software (maximum of 3 per month) at its' monthly meetings. All you have to do is to bring in the software and ORIGINAL documentation, clearly marked with: your name, member number, and the price you would like to sell it for!! For 20% of the sale price, the JACG will handle the sale for you, with no hassles. Please be sure to bring your software to the meeting early, so that it can be displayed at the flea market. This can be a wonderful way to get that much needed extra cash. If you need additional information please call, or drop me a line:

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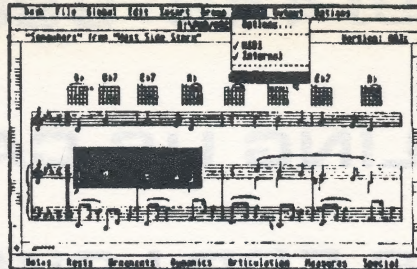
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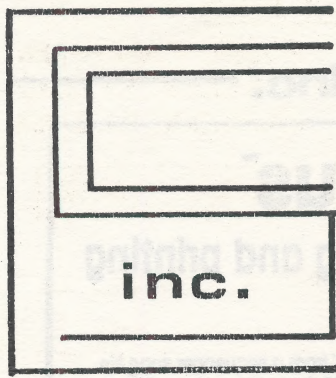
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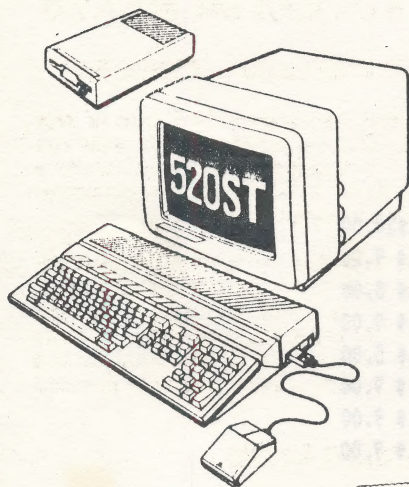


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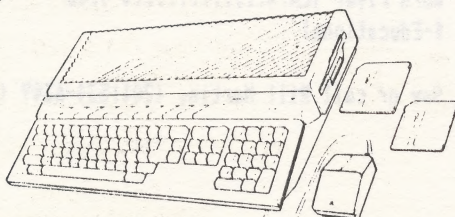
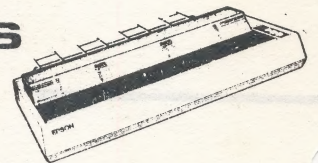
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There are two easy ways to renew:

1. Fill out a membership renewal form in the front lobby before our monthly meeting and present it with \$25 (in cash or check) to the Treasurer. Add \$6 for first class mailing of the Newsletter.

2. Copy the information on your mailing label and send, with your remittance to the address listed above.

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